THEXDER COCO
ROM CARTRIDGE VERSION

LOADING INSTRUCTIONS
1. Turn your computer off. Insert the Thexder ROM Pak® into the cartridge slot.
2. Turn your computer on. For RGB mode, hold down the Clear Button while turning your computer on.

HOW TO PLAY
When the game opens, you are the pilot of a Thexder Super Assault Vehicle. You are currently in Thexder Robot mode. Your mission is to destroy the central computer which creates the evil creatures which inhabit this forbidden world. Survive 5 repeating and increasingly difficult levels (15 levels total).

SCORE
Your score will increase with each creature you destroy, depending on the type of creature. You do not get extra points for completing a level, but you do get an increase in your enmax and energy points (depending on whether you used your shield). See below.

TO FIRE: Press the spacebar. Hold the spacebar down for continuous fire.
TO ACTIVATE SHIELD: Press the A key.
TO PAUSE GAME: Press CTRL-P. Press ALT-P to continue play.
TO TOGGLE SOUND: Press CTRL-S to toggle sound on. Press ALT-S to toggle sound off.
TO TRANSFORM INTO JET: Press any of the down arrow keys.
TO TRANSFORM INTO ROBOT: Make contact with the ground or press the arrow key opposite the direction you are flying (when you are flying horizontally).
TO RESTART GAME: Press CTRL-R.
TO CHANGE SPEED: Press CTRL-F to change speed to fast. Press ALT-F to change speed to normal.
TO ACTIVATE JOYSTICK MODE: Press CTRL-J to toggle joystick on. Press ALT-J to toggle joystick off.

JOYSTICK MODE
TO FIRE USING JOYSTICK: Press the fire button. Hold down the button for continuous fire.
TO ACTIVATE SHIELD USING JOYSTICK: Quickly double-click the fire button.

ENERGY INCREASES
a. When you destroy certain creatures. How many energy-releasing creatures can *you* discover?
b. When you complete a level without using your shield. Your energy will increase by 100 points (up to enmax).

ENERGY DECREASES
a. When you make contact with any of the enemy creatures (except when your shield is activated).
b. When you make contact with any of the hazard areas (lava pits, acid lakes, etc.)
c. When you fire your lasers. Energy loss = 2 points for every 30 shots taken.
d. When you lock on shield. Energy loss = 10 points for each use of the shield.

ENMAX INCREASES

a. When you destroy certain enemy creatures. How many enmax-bearing creatures can *you* discover?
b. When you finish each level.
   Level completed = 10 enmax points.
   Level completed without using shields = additional 20 enmax points.

Enmax never decreases. Maximum enmax allowed in the game = 500 points.

ADDITIONAL TIPS

1. Map each world. Trace down the various mazes as you travel through each level. Take note of the booby traps and hidden creatures. Follow the most accessible and least dangerous path to the next exit.
2. Try to build up your enmax capacity whenever possible. Find the creatures that will boost enmax. Refrain from using your shields for additional enmax bonuses! See ENMAX INCREASES.
3. Shields can become an effective weapon, as enemy creatures are destroyed when they make contact with your shield. Beginners may want to use their shields extensively. However, an advanced player should choose not to use their shield (on early levels), as bonus energy is rewarded if you survive a level without activating the shield.
4. Don't shoot at everything. Avoid the creatures which provide no energy or enmax increases. Only eliminate the creatures that will benefit Thexder.

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